

Comparisons of Job Characteristics

Focus Occupation: Gaming Change Persons and Booth Cashiers (41-2012)

Associated Occupation: Counter and Rental Clerks (41-2021)

[Compare Knowledge](#)

[Compare Skills](#)

[Compare Abilities](#)

[Compare Detailed Work Activities](#)

[Compare Tools and Technologies](#)

<<	Focus occupation element is much lower
<	Focus occupation element is lower
0	Focus occupation element is at a similar level
>	Focus occupation element is at a higher level
>>	Focus occupation element is at a much higher level

Knowledge

Similarity of Focus Occupation to Associated Occupation: 85

Focus Occupation: Gaming Change Persons and Booth Cashiers (41-2012)

Associated Occupation: Counter and Rental Clerks (41-2021)

Associated Occupation's Key Knowledge Elements	Average Rating, All Occupations	Associated Occupation's Rating	Focus Occupation's Rating	Evaluation of Focus Occupation
Customer and Personal Service	11.3	12.9	17.9	>> Current knowledge level is likely more than sufficient
Computers and Electronics	8.4	10.4	9.3	< Expanded education and/or training may be required
Sales and Marketing	5.2	10.3	7.3	<< Extensive education and/or training may be required
Clerical	7.3	8.9	5.8	<< Extensive education and/or training may be required

The maximum possible rating is 25.

Source: Alaska Department of Labor and Workforce Development, Research and Analysis Section analysis of O*NET (Occupation Information Network) data.

Skills

Similarity of Focus Occupation to Associated Occupation: 78

Focus Occupation: Gaming Change Persons and Booth Cashiers (41-2012)

Associated Occupation: Counter and Rental Clerks (41-2021)

Associated Occupation's Key Skills Elements	Average Rating, All Occupations	Associated Occupation's Rating	Focus Occupation's Rating	Evaluation of Focus Occupation
Service Orientation	7.9	10.2	7.3	<< Extensive development of skills in this area may be required

The maximum possible rating is 25.

Source: Alaska Department of Labor and Workforce Development, Research and Analysis Section analysis of O*NET (Occupation Information Network) data.

Abilities

Similarity of Focus Occupation to Associated Occupation: 84

Focus Occupation: Gaming Change Persons and Booth Cashiers (41-2012)**Associated Occupation: Counter and Rental Clerks (41-2021)**

Associated Occupation's Key Abilities Elements	Average Rating, All Occupations	Associated Occupation's Rating	Focus Occupation's Rating		Evaluation of Focus Occupation
Oral Expression	12.4	12.3	10.4	<	Some improvement in abilities may be required
Oral Comprehension	12.5	12.2	10.5	<	Some improvement in abilities may be required
Speech Recognition	9.9	10.6	9.6	<	Some improvement in abilities may be required
Speech Clarity	10.2	9.8	8.6	<	Some improvement in abilities may be required
Written Comprehension	11.0	9.3	7.5	<	Some improvement in abilities may be required
Near Vision	11.1	9.1	10.7	>	Current ability level is likely sufficient
Number Facility	6.3	7.4	9.1	>	Current ability level is likely sufficient

The maximum possible rating is 25.

Source: Alaska Department of Labor and Workforce Development, Research and Analysis Section analysis of O*NET (Occupation Information Network) data.

Activities that Both Occupations Have in Common

Similarity of Focus Occupation to Associated Occupation: 96

Focus Occupation: Gaming Change Persons and Booth Cashiers (41-2012)**Associated Occupation: Counter and Rental Clerks (41-2021)**

Work Activities	Exclusivity of Activity
Calculate monetary exchange	67
Provide customer service	14
Use computers to enter, access or retrieve data	3
Use oral or written communication techniques	1

Not all positions in these occupations will necessarily perform all of the listed activities. The exclusivity rating is an indication of how unique the activity is amongst all occupations. The maximum rating is 100. High scores indicate that only a small number of occupations engage in that activity.

Source: Alaska Department of Labor and Workforce Development, Research and Analysis Section analysis of O*NET (Occupation Information Network) data.

Tools and Technologies that Both Occupations Have in Common

Similarity of Focus Occupation to Associated Occupation: 25

Focus Occupation: Gaming Change Persons and Booth Cashiers (41-2012)**Associated Occupation: Counter and Rental Clerks (41-2021)**

Tools and Technologies	Exclusivity
Calculating machines and accessories	3
Computers	1
Content authoring and editing software	1

Not all positions in these occupations will necessarily use all of the listed tools and technologies. The exclusivity rating is an indication of how unique the tool or technology is amongst all occupations. The maximum rating is 100. High scores indicate that only a small number of occupations use that tool or technology.

Source: Alaska Department of Labor and Workforce Development, Research and Analysis Section analysis of O*NET (Occupation Information Network) data.